

# Esports Data

Analyzed and Compiled by:

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# Introduction: What are we looking for?

We will use the GeneralEsportsData.csv dataset available at EsportsEarnings.com. This dataset includes information of generic data on each esports related title. We have analyzed what specific trends with games and its genres over the years that accumulate the most with earnings and any potential outliers with these games over the years. We also were looking for the most total earned games and its corresponding Genre's and how large of a gap between the topmost earned and the second most earned games.

# What is the most top earned game?

```
A tibble: 535 x 3
  Game          <chr>    TotalEarnings <dbl>   Genre      <chr>
1 Dota 2        "Dota 2"  234795551.17 "Multiplayer Online Battle Arena"
2 Counter-Strike: Global Offensive "Counter-Strike: Global Offensive" 117125739.01 "First-Person Shooter"
3 Fortnite       "Fortnite" 106481419.15 "Battle Royale"
4 League of Legends "League of Legends" 84189144.84 "Multiplayer Online Battle Arena"
5 StarCraft II   "StarCraft II" 35209629.78 "Strategy"
6 PLAYERUNKNOWN\X925 BATTLEGROUNDS "PLAYERUNKNOWN\X925 BATTLEGROUNDS" 33572921.92 "Battle Royale"
7 Overwatch      "Overwatch" 27225317.28 "First-Person Shooter"
8 Arena of Valor "Arena of Valor" 26561485.80 "Multiplayer Online Battle Arena"
9 Hearthstone    "Hearthstone" 25244153.47 "Collectible Card Game"
10 Heroes of the Storm "Heroes of the Storm" 18193482.65 "Multiplayer Online Battle Arena"
# ... with 525 more rows
# ... and 1 more variable not shown: <dbl> (1)
```

1-10 of 535 rows

```
28 Let's take a look at Dota2's genre as it is the top total earning game:
29 ~`{r}
30 select(Game, TotalEarnings, Genre) %>%
31 filter(Genre == "Multiplayer Online Battle Arena") %>%
32 arrange(desc(TotalEarnings))
33 `````
```

```
A tibble: 23 x 3
  Game          <chr>    TotalEarnings <dbl>   Genre      <chr>
1 Dota 2        "Dota 2"  234795551.17 "Multiplayer Online Battle Arena"
2 League of Legends "League of Legends" 84189144.84 "Multiplayer Online Battle Arena"
3 Arena of Valor "Arena of Valor" 26561485.80 "Multiplayer Online Battle Arena"
4 Heroes of the Storm "Heroes of the Storm" 18193482.65 "Multiplayer Online Battle Arena"
5 SMITE          "SMITE"   9250112.75  "Multiplayer Online Battle Arena"
6 Heroes of Newerth "Heroes of Newerth" 2918706.56 "Multiplayer Online Battle Arena"
7 Defense of the Ancients "Defense of the Ancients" 857420.65 "Multiplayer Online Battle Arena"
8 Vainglory      "Vainglory" 797421.19  "Multiplayer Online Battle Arena"
9 Minecraft     "Minecraft" 429539.15 "Multiplayer Online Battle Arena"
10 Human:Scare "Human:Scare" 300000.00 "Multiplayer Online Battle Arena"
# ... with 13 more rows
# ... and 1 more variable not shown: <dbl> (1)
```

# What is the earnings gap?

```
42 We can see that Dota2 has `~$150m` more total earnings than the next competing Game in the same Genre
43
44
45 ````{r}
46 Esports %>%
47 select(Game, TotalEarnings, Genre) %>%
48 arrange(desc(TotalEarnings))
49 ````
```

A tibble: 535 x 3

Game	TotalEarnings	Genre
Dota 2	23479551.17	Multiplayer Online Battle Arena
Counter-Strike: Global Offensive	117125739.01	First-Person Shooter
Fortnite	106481419.15	Battle Royale
League of Legends	84189144.84	Multiplayer Online Battle Arena
StarCraft II	35209629.78	Strategy
PLAYERUNKNOWN\x92S BATTLEGROUNDS	33572921.92	Battle Royale
Overwatch	27225317.28	First-Person Shooter
Arena of Valor	26561485.80	Multiplayer Online Battle Arena
Hearthstone	25244153.47	Collectible Card Game
Heroes of the Storm	18193482.65	Multiplayer Online Battle Arena

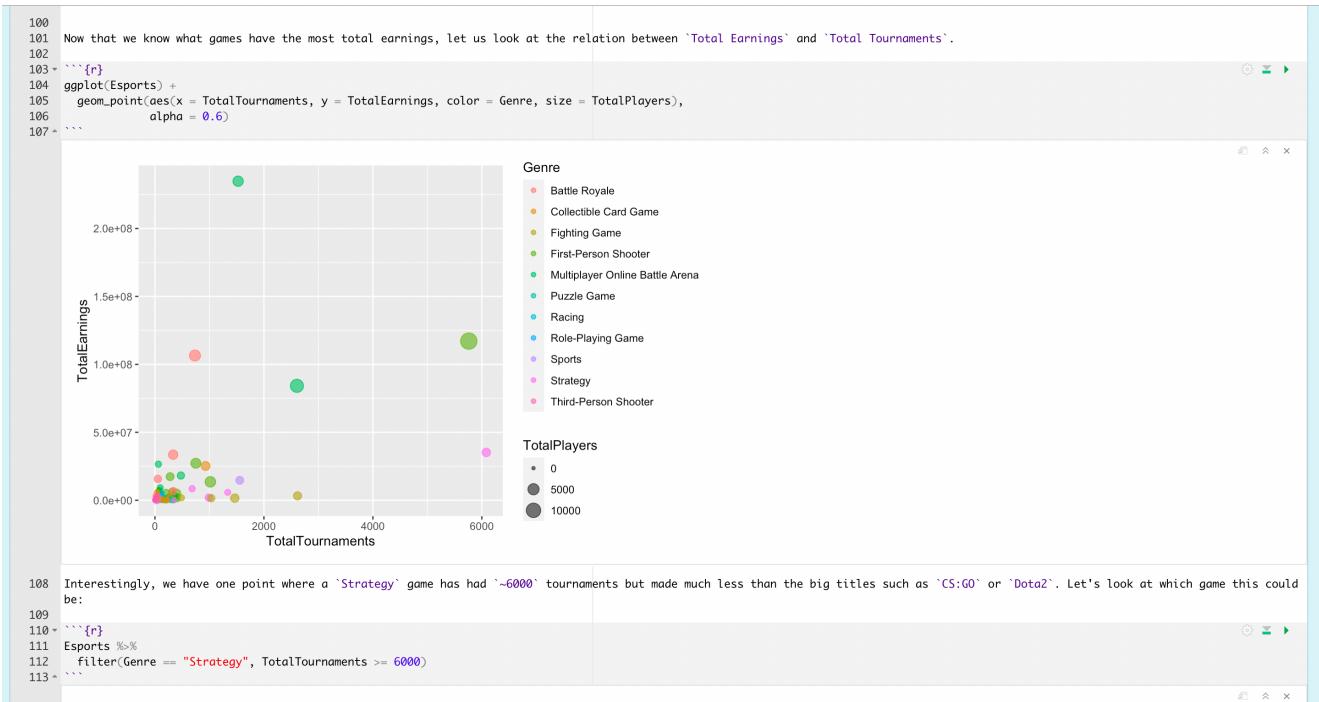
1–10 of 535 rows

```
50 ````{r}
51 round(23479551.17 - 117125739.01)
52 ````
```

```
[1] 117669812
```

```
53
54
55 We can also see that Dota2 has `~$117m` more total earnings than the next competing Game as a whole. However we will eventually look into how many actual tournaments were played in relation to its total earnings.
56
```

# Let's look at the relation between Total Earnings and Total Tournaments



# One outlier in this visualization

```
108 Interestingly, we have one point where a `Strategy` game has had `~6000` tournaments but made much less than the big titles such as `CS:GO` or `Dota2`. Let's look at which game this could be:  
109  
110 ````{r}  
111 Esports %>%  
112 filter(Genre == "Strategy", TotalTournaments >= 6000)  
113 ````
```

A tibble: 1 x 7

Game	ReleaseDate	Genre	TotalEarnings	OnlineEarnings	TotalPlayers	TotalTournaments
StarCraft II	2010	Strategy	35209630	29224875	2098	6081

1 row

```
114 
```



```
115 Now out of this dataset, let's determine the most popular Genres:  
116  
117  
118 ````{r}  
119 ggplot(Esports) +  
120 geom_boxplot(aes(x = TotalTournaments, y = Genre))  
121 ````
```

# What are the most popular Genre's?

